SRC 174 User Manual

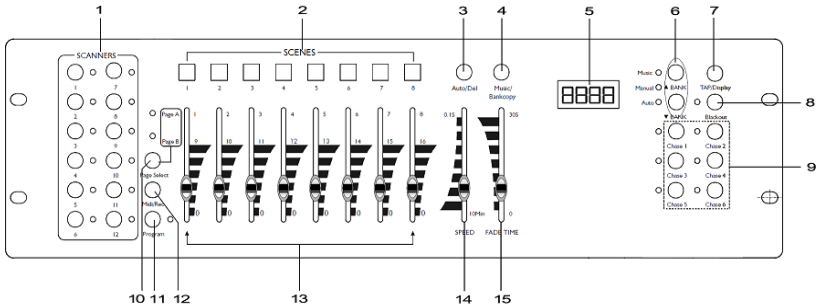
Features

192 Channels, 12 Scanners consisting of 16 channels each
30 Banks of 8 programmable scenes
Variable speed and fade time control
Blackout master button
LCD display and LED signal lights

Specifications

Power: 9V – 12V DC
Audio: Line in, 100mv – 1vpp
Midi: 5 pin multiple socket
Dimensions: L 482 mm x W 135 mm x H 85 mm
Weight: 2.75 kg
Ports: 1 x male XLR3 pin connector
1 x female XLR3 pin connector

Diagram



1	Scanner Selection	**9**	Chase Buttons
2	Scenes Button	**10**	Page Select
3	Auto/Del	**11**	Midi/Rec
4	Music/Bank Copy	**12**	Program
5	LCD Display	**13**	Channel Sliders
6	Bank Up/Down	**14**	Speed Slider
7	Tap/Display	**15**	Fade Time Slider
8	Blackout		

1. **Scanner Selection:** lighting fixture identification is access here. Each scanner consists of 16 DMX channels; the first 8 channels on Page A and the remaining 8 channels on Page B.
2. **Scenes Buttons:** for storing and loading scenes
3. **Auto/Del:** switches from Manual to Auto mode; deletes scenes and chases
4. **Music/Bankcopy:** switches from Manual to Music mode / copies scenes or chases
5. **LCD Display:** shows current activity or programming status
6. **Bank Up/Down**: scrolls through Banks for scene storage
7. **Tap/Display:** sets speed time manually / switches value display between percentage or 0-255
8. **Blackout:** pauses light output
9. **Chase Buttons:** for storing and loading chases
10. **Page Select:** selects Page A or B
11. **Midi/Rec:** controls midi operations / records programs
12. **Program:** access programming mode
13. **Channel Sliders:** control intensity of the selected lighting fixture
14. **Speed Slider:** control scene transition speed
15. **Fade Time Slider:** control cross fade between scenes

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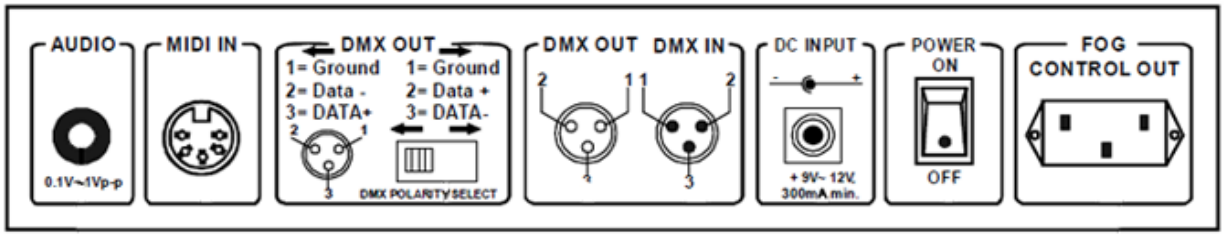

Programming Scenes

Adding Scenes

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Tap on the *Scanner* corresponding to the DMX address to the lighting fixture(s). Switch from pages using *Page Selection*.
3) Move the *Channel Sliders* to a desired colour.
4) Note: if the fixture(s) is unresponsive, try changing the DMX polarity from the back panel.
5) Press *Midi/Rec* to record the colour
6) Select the bank number by using *Bank Up/Down* and press the *Scene* number to store the colour. All of the indicator lights will flash 3 times to signal completion.
7) Test the scene by pressing the *Scene* number with stored colour.
8) Repeat steps 3 to 6 to add more scenes.
9) Once finished, press and hold *Program* to exit.

Deleting Single Scenes

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Press *Bank Up/Down* to switch to the correct bank number
3) Press and hold down *Auto/Del*
4) Press the *Scene* number to be deleted. All of the indicator lights will flash 3 times to signal completion.

Deleting All Scenes

1) Turn off the SRC174 unit.
2) Press and hold down *Program* and *Bank Down* buttons. All of the indicator lights will flash 3 times to signal completion.

Copying Scenes

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Scroll through the bank using *Bank Up/*Down to locate the desired scene to copy.
3) Press the *Scene* button to load the scene.
4) Press *Midi/Rec* to record the scene.
5) Press *Bank Up/Down* to select the bank number to be copied to
6) Press *Scene* number to store the copied scene. All of the indicator lights will flash 3 times to signal completion.

Copying a Bank of Scenes

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Scroll through the banks with *Bank Up/Down* to the desired bank to copy.
3) Press *Midi/Rec* to copy the bank
4) Scroll through to the desired location of the bank using *Bank Up/Down*.
5) Press *Music/Bank Copy* to finish. All of the indicator lights will flash 3 times to signal completion.

Programming Chases

Copying a Scene into a Chase

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Press the desired *Chase* number to be programmed.
3) Press the desired *Scene* number to be copied.
4) Press *Midi/Rec* to finish copying. All the indicator lights will flash 3 times to signal completion.

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Copying a Bank of Scenes into a Chase

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Press the desired *Chase* number to be programmed.
3) Use *Bank Up/Down* to scroll to the desired bank to be copied.
4) Press *Music/Bank Copy* followed by *Midi/Rec* to finish copying. All the indicator lights will flash 3 times to signal completion.

Inserting an Existing Step in a Chase

1) Press and hold down *Program* until the light indicating program begins to flash.
2) Press on the desired *Chase* number to add a scene to.
3) Press *Tap/Display* to show the chase steps on the LCD display.
4) Use *Bank Up/Down* to scroll to the desired step. The new step will be inserted after the displayed step.
5) Press *Midi/Rec* to record a scene.
6) Select the bank number by using *Bank Up/Down* and choose the desired *Scene* number to insert.
7) Press *Midi/Rec* again to finish inserting. All the indicator lights will flash 3 times to signal completion.

Running the Scenes

Auto Mode

1) Press *Auto/Del* to move indicator light to Auto mode. The scenes will be cycle.
2) Press *Bank Up/Down* to change the bank number.
3) Use the *Speed Slider* to control scene time.
4) Use the *Fade Time Slider* to control cross scene time.
5) Speed can be override by pressing *Tap/Display* twice. The time between the two presses will replace the slider time.
6) To run chase, press the desired *Chase* number and it will temporarily replace the current running bank.

Manual Mode

1) Press *Auto/Del* to move indicator light to Manual mode.
2) Press the desired *Scanner* buttons to turn on corresponding fixtures.
3) Use the *Channel Sliders* to control the light output.
4) Scenes can be loaded by pressing *Scene* numbers.
5) To run chase, press the desired *Chase* number
6) Press *Tap/Display* to show the steps on the LCD display.
7) Use *Bank Up/Down* to scroll through the chase steps.

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